ABSTRACT OF THE DISCLOSURE

A method of rendering a 2-D graphic object having a plurality of pixels to a 3-D graphic object is disclosed. At first, a directional relation corresponding to the pixels is

5   determined to define relations between the pixels and edges of the 2-D graphic object. Then, z-axis parameters corresponding to the pixels are generated in response to the directional relation with an effect function, wherein the effect function renders the z-axis parameters responsive to a relation limit

10   varied with directions of the directinoal relation or a mapping table defining offset values of the z-axis parameters, or both. Finally, the 3-D graphic object is rendered in response to the 2-D graphic object and the z-axis parameters.